

Isai Rincon

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EDUCATION

University of California, Santa Cruz	<i>Santa Cruz, CA</i>	<i>September 2021 - June 2025</i>
Bachelor of Science (B.S.) in Computer Science: Computer Game Design		GPA: 3.93

Relevant Coursework: Linear Algebra, Applied Discrete Mathematics, Computer Systems and C Programming, Game Development Experience, Creative Coding, Intro to Learning, Business of Games

PROJECTS

[Steam Game Release](#) – *Game Production Studio*

Unity | Team of 8 | 6-month project | 2025

- Collaborated in a multidisciplinary team to design, develop, and publish a game on Steam
- Led iterations based on user feedback and internal QA testing
- Used [taiga.io](#) for Agile project management, sprint planning, and task tracking

[Game Design Final Project](#) – *Foundations of Video Game Design*

Construct3 | Team of 3 | 5-week project | 2022

- Co-designed and developed a 2D game from concept to publication
- Conducted iterative playtesting with peers and users to refine gameplay mechanics
- Gained proficiency with the Construct3 game engine to implement core design ideas

[Project Website](#) – *Creative Coding*

p5.js, HTML/CSS | Solo/Pair | 2024

- Built a website to showcase 7 interactive coding assignments
- Used JavaScript (p5.js) and CSS to organize and display projects in a user-friendly format
- Practiced web development principles and creative programming techniques

WORK EXPERIENCE

Paraeducator - Academic Intervention

January 2024 - May 2025

Mission Hill Middle School, Santa Cruz

- Assisted in classrooms of 25+ middle school students in math concepts to foster a supportive and productive learning environment
- Collaborated closely with math teachers to maintain consistent and clear instruction across grade levels
- Developed creative solutions to help students view and understand mathematical concepts in a new light

SKILLS

- Bilingual: Fluent in Spanish (spoken and written)
- Strong communicator and team collaborator
- Adaptable, hardworking, analytical, and constantly curious
- Experienced with Python, Javascript, C#, C
- Experienced with Unity, Unreal Engine, Phaser, Construct3, and Godot
- Substantial software experience with Github, Google Docs, Microsoft Word